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ISSUE

SONIC™

SUPER DIGEST



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SONIC'S WORLD IS YOURS!

THE COMPLETE **SONIC COMIC** ENCYCLOPEDIA

THE EXPANSIVE, DEFINITIVE
GRAPHIC NOVEL GUIDE TO THE
SONIC COMIC UNIVERSE, SCRIPTED
AND COMPILED BY IAN FLYNN WITH
NEW ART FROM THE TOP
SONIC COMIC CREATORS!

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SONIC

SUPER DIGEST

»»» PRESENTS
A Super Welcome!

Welcome to the Sonic comic universe -- a world beyond what you know from the SEGA games! Where Sonic the Hedgehog and friends will rush you into non-stop fun and amazing adventures!

WHAT UP SONIC FANS?

Sonic the Hedgehog here to welcome you to the first issue of SONIC SUPER DIGEST! We've got stories, games, special features and tons of tailor-made surprises just for you!

This issue, my best gal pals in the world, Amy Rose and Sally Acorn, take center stage right alongside my genius best bro, Tails the Fox! Check out the true first appearance of Mecha Sally and learn how an unsure, younger and inexperienced Amy took her first steps into becoming a full-fledged Freedom Fighter! Meanwhile, Eggman gets an unexpected appearance from the Werehog, and Metal Sonic returns to try and make things hot!

All this and more in SONIC SUPER DIGEST: Episode One! Gotta buzz, cuz!



THIS ISSUE STARS:

KNUCKLES



THE ECHIDNA

AMY ROSE



SALLY ACORN

TAILS



THE FOX



AND THAT'S NOT ALL!



SONIC

SUPER DIGEST

THIS ISSUE'S COMICS:

SUPER STARTER



page 4

Do you *love* Sonic games? This issue's Super Starter gives you *TWO* awesome Sonic comic game adaptations! From **SONIC COLORS**, can Sonic and Tails save the Wisps? And from **SONIC UNLEASHED**, just what is the strange secret of the Werehog?

SUPER CLASSICS

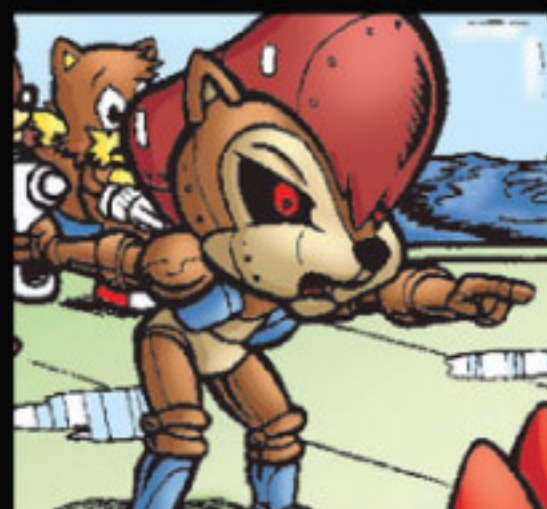


page 15

THE LYNX IS A JINX!

Sonic and the Freedom Fighters are on a mission to save the animals of the Great Forest from the clutches of Dr. Robotnik -- but can anyone save *them* from the madcap jinxes of a woefully unlucky lynx named Larry?

SUPER ACTION



page 27

STEEL-BELTED SALLY!

The first appearance of **Mecha Sally**! When Sonic and company discover a portable roboticizer, Sally uses it to sabotage Doc R once and for all! But when her plans backfire, can anyone save the gang from her?

SUPER SPOTLIGHT



page 51

Our little Amy has come a mighty long way! Check out her profile page in the Spotlight section, then catch up on her greatest moments in four coming-of-age tales: "**YOUNG AT HEART**," "**I WANNA BE A FREEDOM FIGHTER**," "**WORTH THE EFFORT**," and "**WELCOME BACK, CHAO!**"

CONTENTS!

FEATURES:



NATURE NOTEBOOK p.24

Professor Dillon Pickle and his dour assistant **Cucumber** are hard at work studying the many animals of **Planet Mobius**! Check out this week's topic: **Hedgehogs**, *nature's perfect pincushion*!

GLOBAL GATEWAY p.74

Wentos the Traveling Salesman and his bizarre **Chao Puppet** tirelessly explore **Planet Mobius** in search of new and exciting places!



Today, our heroes set up camp in what was left of **Knothole City**, former home of **Sonic the Hedgehog**...

ENDLESS ARCADE p.77

Pinball fever strikes as we tackle **Sonic Spinball**!

Check out our classic adaptation of the game and learn about its strange history while you're at it!



FEATURE PRESENTATION!

SONIC SUPER DIGEST:
EPISODE ONE

SONIC SPEED & GIRL'POWER!!!



This issue's **Super Spotlight** is dedicated to Sonic and his femme fatale teammates: **Amy Rose the Hedgehog** and **Princess Sally Acorn**!

You couldn't ask for two better gal-pals to fight beside our spiny blue hero! But ask any fan which gal's his best girl and watch out: that's when sparks start to fly!



After reading our **Mecha Sally** story, you can **Meet Sally Acorn** on **Page 48**! Then, on **Page 50**, **Meet Amy Rose** and check out her experiences growing up and becoming a Freedom Fighter in the stories following!

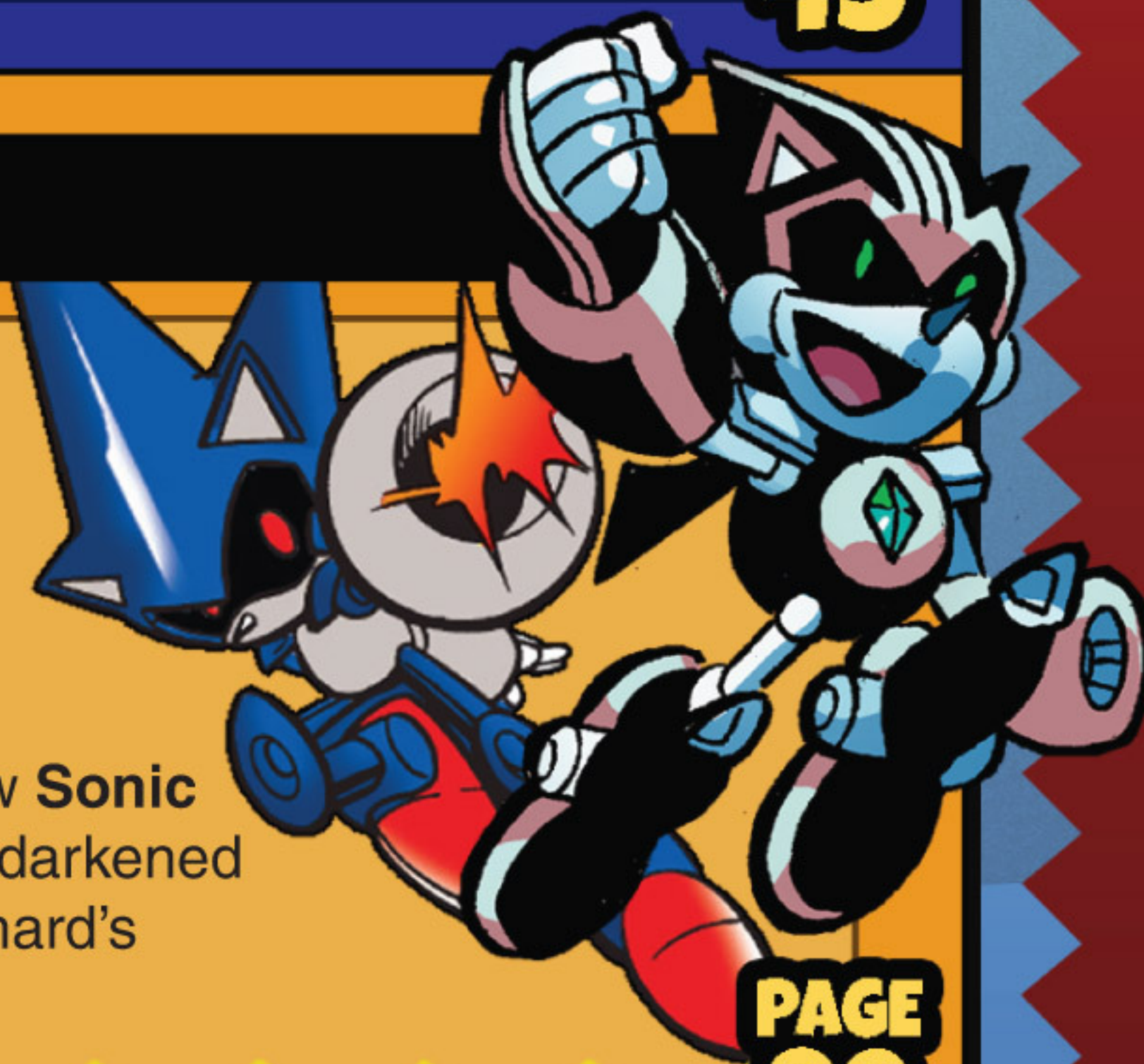
Who's **your** favorite Sonic gal-pal? Write in to **Sonic Super Digest** and let us know!

**PAGE
45**

A MEDLEY OF METAL!

Shard the Metal Sonic has hit the Sonic comic scene with breakaway fervor! But where did this **Secret Freedom Fighter** come from? And how can anyone reform a cold and "heartless" **Metal Sonic**?

Read "**Heart of the Hedgehog**" to see how **Sonic the Hedgehog** and **Tails the Fox** lit up his darkened silicon soul for the better! Then check out Shard's spotlight page to find out more about him!



**PAGE
89**



SONIC

SUPER DIGEST



PRESENTS

Super Classics!



CLASSIC SONIC COMICS!



Today's adventure: "The Lynx is a Jinx!" Can anyone save Sonic from... Larry?!?



SONIC

SUPER DIGEST

>>> BONUS STAGE

Sonic's Friends & Comrades!

MEET LARRY LYNX

Supreme Super-Jinx!

LARRY LYNX--EX-FREEDOM FIGHTER WITH A LUCK-BENDING AURA! HIS SUPER-JINX CAN TURN ANY SITUATION AGAINST OUR ENEMIES.



Hi, Sonic fans! I'm **Larry Lynx**, AKA **Agent Joker**! Currently, I'm a member of the **Secret Freedom Fighters**, an organization of super-spies dedicated to protecting the **Kingdom of Acorn**!

The Secret Freedom Fighters consist of seven members: myself, Director Who (**Harvey Who** -- a wise owl who knows everything!), King (**Elias Acorn** -- the true ruler of New Mobotropolis), Ace (**Silver the Hedgehog** -- a time traveling hero), Jack (**Shard** -- the original **Metal Sonic** reformed, and my best buddy!), and the Queens of Diamonds and Hearts (**Leeta and Lyco Wolf** -- twin agents of the Wolf Pack tribe).

I used to be sad all the time because bad luck would follow me wherever I went, but my buddy **Sonic the Hedgehog** showed me that I could use my handicap to help others out and make a difference! Director Who and Shard say I have low-self esteem. I think being a part of something and making a difference helps to improve that!

You can read more about our crusade to stop **King Ixis Naugus** in **Sonic the Hedgehog #238-241** and **Sonic Universe #41-44**. Until then, I hope you enjoyed this story with Sonic, featuring my very first appearance! Take care everybody and see you later!

LARRY LYNX & Sonny ☹️

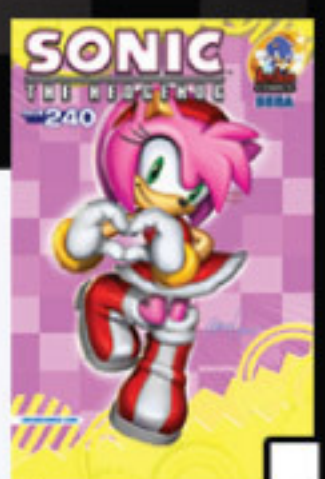
SECRET FREEDOM FIGHTER CHECKLIST:



STH #238



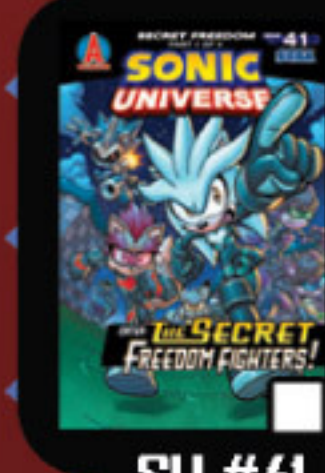
STH #239



STH #240



STH #241



SU #41



SU #42



SU #43



SU #44

*BONUS SPIN!



Did you know that the **SECRET FREEDOM FIGHTERS** story arc ran in not one, but TWO Sonic comic series?? Three covers featuring **Sonic**, **Amy**, and **Tails** -- the members of **Team Fighters** -- were digitally painted for the story!

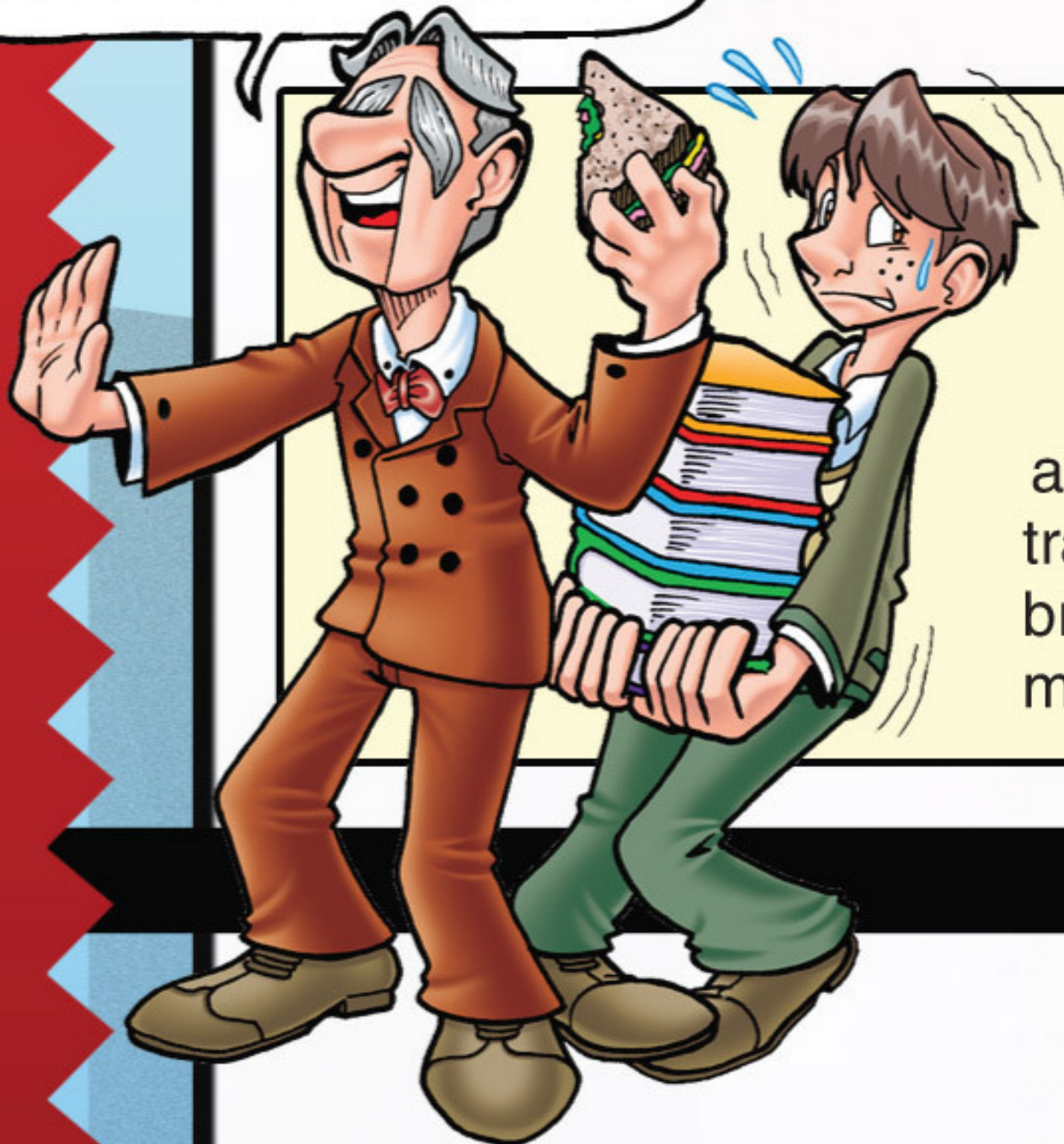
Collect every issues of this storyline with this handy-dandy checklist! And hey, if you collected them all, write in and let us know so we can give you a super sonic virtual high-five!

SONIC

SUPER DIGEST

SANDWICHES EVERYWHERE...

PROFESSOR PICKLE'S NATURE NOTEBOOK



Welcome to Sonic's universe -- a world beyond what you know from the SEGA games! Where **Professor Dillon Pickle** is the world's authority on practically everything! Hailing from the Universities of Shamar and Spagonia, he and his dour assistant **Cucumber** travel the world in search of "the perfect sandwich" -- bringing wisdom, tales of adventure and plenty of mustard to anyone willing (or silly enough) to listen!

Today's Lecture: **THE HEDGEHOG!** *Nature's Preposterous Pincushion!*

Pickle: Cucumber! Cucumber, look! On his shoulder! Just... LOOK at it. So much cuteness! *My stars!*

Cucumber: Sir, we're here to talk about **hedgehogs**, not wax poetic on how "cuddly-wuddly" and "icky-foo-foo-num-nums"... that... that... Oh my goodness, these animals are **absolutely adorable!**

Pickle: I want to gently place it in a basket and love and care for it forever and ever until the end of time.

Cucumber: Hello, Sonic fans! Today we're going to discuss the flagship animal of the Sonic franchise: the hedgehog! Hedgehogs are the namesake of John Montague, the 4th Earl of Sandwi-- wait... **Okay, seriously?! Sir, where are my notes?!**

Pickle: Those are your notes, Cucumber. *I made them better.*

Cucumber: You... wait, what?! No... Just... **Sir, this behavior is highly irregular!!!**

Pickle: Cucumber, lighten up! We're here to teach **and** have fun, remember? Now, those marvelous, roly-poly balls of spiky loving you see in the picture above are called hedgehogs! Hedgehogs are easily recognized by their spines, which are hollow hairs made very stiff with a substance called **keratin**. Unlike the porcupine, their quills cannot be easily removed!



Cucumber: Interesting. So... how do they defend themselves if their quills don't shoot out? They're so tiny and vulnerable. Any number of predators could just gobble them up!

Pickle: Ah, but there lies the brilliance of the hedgehog! You see, they roll into tiny, compact balls and anything that tries eating them gets a mouthful of sharp spines!

Cucumber: That's how **Sonic the Hedgehog**, Hero of Mobius, defeats **Dr. Eggman's** horde of **badniks**! Though, how a hedgehog can plow through solid titanium robots at Mach 10, I'll *never* understand...

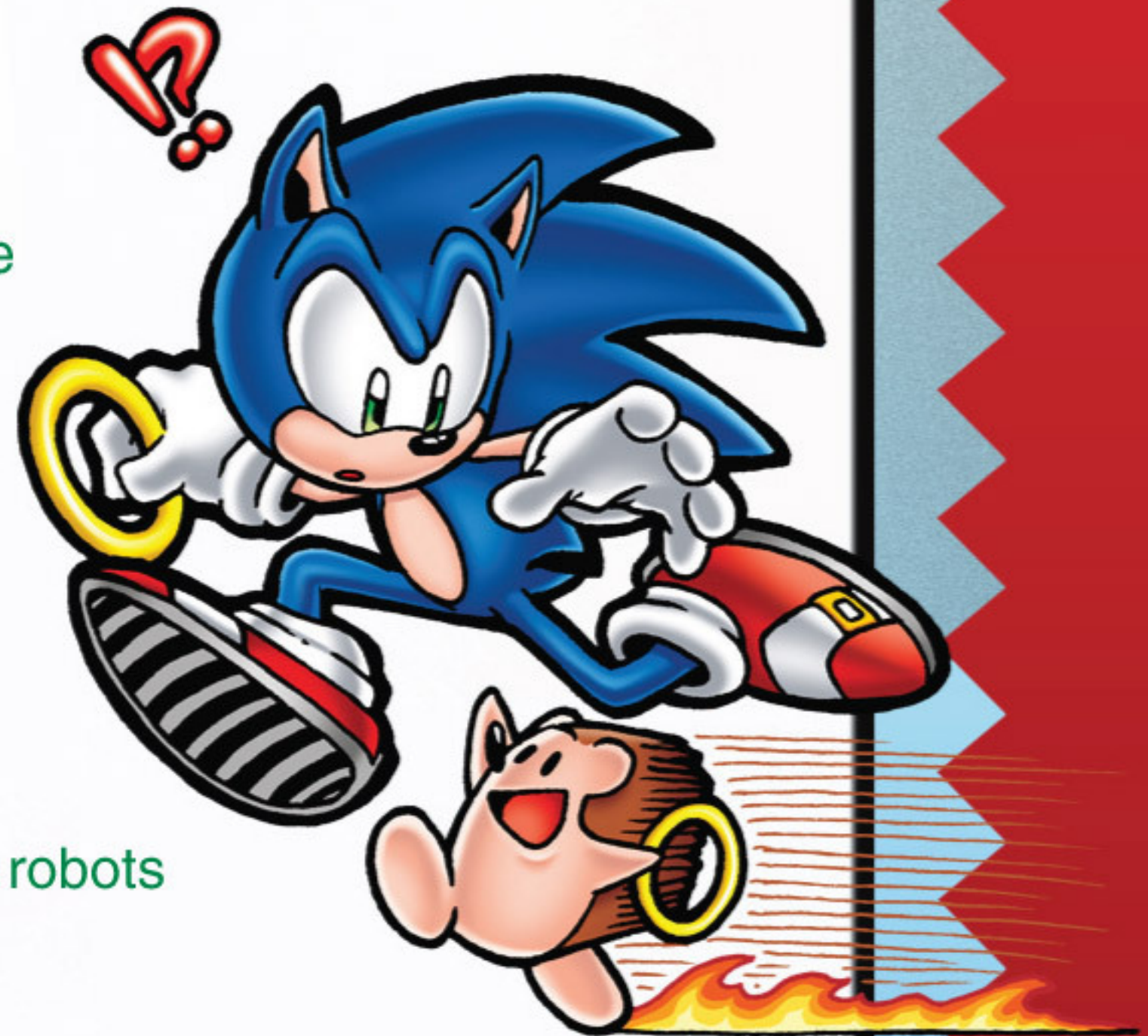
Pickle: The world of Mobius is a fantastic place, Cucumber! But let's see if you've done your homework before we wrap up today's lecture. Have you ever heard of "**The Hedgehog's Dilemma**"?

Cucumber: Actually, I have! It's a story where a group of hedgehogs want to go very fast, but they have to stay slow or else they'll hurt each other with their pointy spines! Though the hedgehogs all want to go as fast as possible, they can't happen simply because of what they are! A famous head-doctor named **Sigmund Freud** used this tale, "**The Hedgehog's Dilemma**," to describe how groups of people act around each other!

Despite meaning well, one person can't react to another person without harming everybody involved! It's very interesting. Especially since Sonic is said to have his own group of potential would-be girlfriends constantly running after him...

Pickle: Yes! A princess, a headstrong freedom fighter... at one point a singing mongoose! ***steely glare*** **So when are you getting yourself a girlfriend, Cucumber?!**

Cucumber: **AHEM!!!** And on that note, I have suddenly concluded that we have to take leave! See you next issue, kids!



SONIC

SUPER DIGEST

»» PRESENTS

Super Action!

CLASSIC SONIC ADVENTURES!

Can Sonic and company save Sally... *and* themselves from Mecha Sally MARK 1?



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SUPER DIGEST

FEATURE
PRESENTATION!
**THE SUPER
SPOTLIGHT!**



MEET SALLY ACORN

The People's Princess!

Sally Alicia Acorn was born during the **Great War**. She was raised as an only child to the "widower" **King Maximillian Acorn** and wouldn't know the fate of her mother and older brother until years later. Sally was also raised and tutored by her royal mentor, **Julayla Chipmunk**, and royal nursemaid, **Rosie Woodchuck**.

After **Dr. Robotnik's** takeover, the young Sally dedicated herself to the rescue of her father and her kingdom. Inspired by the **Original Freedom Fighters**, Sally rallied her own band of friends and led them in raids against **Robotropolis**. Despite her youth, Sally showed an uncanny ability to lead, strategize, and hold her ragtag team of would-be heroes together.

Late in the First Robotnik War, Sally discovered a mysterious handheld device. The A.I. running it identified itself as **Nicole** and would become Sally's mentor and friend after the passing of Julayla.

As Sally led the **Freedom Fighters** to victory in the battle against Dr. Robotnik, she regained her family but faced a great deal of personal hardship. Her life of guerrilla warfare conflicted with the formalities of royalty. Torn between the life she had and the one she thought she wanted, Sally's spirit was strained. The final blow came when her first love, **Sonic the Hedgehog**, appeared to first give his life for **Mobius** and then return from the dead. At her most confused, she broke up with Sonic to prevent further heartbreak for herself.

Eventually she recovered to her old self, chose her role as the team's field leader and repaired her damaged friendships. Just as life returned to normal, Sally barely skirted death after the effects of the **Genesis Wave**. She used her second chance at life to sabotage the **Death Egg II's World Roboticizer**. Her sacrifice saved Mobius, but turned her into one of **Dr. Eggman's** robot minions.

PROFILE STATS:

First Appearance: Sonic the Hedgehog #0

Abilities:

Agility – Able to perform gymnastic moves beyond average.

Versatility – Trained in combat, survival, diplomacy, computer skills

Tactical skills – An accomplished and resourceful field leader.



**MECHA SALLY AFTER
THE DESTRUCTION
OF THE WORLD
ROBOTICIZER.**





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SUPER DIGEST

»»» SUPER SPOTLIGHT

A Closer Look at Sonic's Super Friends!

MEET AMY ROSE The Piko-Piko Valkyrie!

Amy Rose was born to nobles in **Mercia** before the influence of **Dr. Robotnik** had reached across the ocean. As her kingdom fell around her, stories of a heroic blue hedgehog reached her homeland. Amy was immediately enamored by the tales of this legendary "**Sonic the Hedgehog**" and began sending letters to him despite the ever-present danger.

With her parents missing and Mercia's capital being turned into **Snottingham** by Dr. Robotnik, Amy's cousin, **Rob o' the Hedge**, sent her to the presumed safety of Sonic's company. Her escort was captured along the way and Amy was made bait in a trap to destroy Sonic in the **Collision Chaos Zone**. Once rescued, Amy was welcomed into **Knothole** with open arms.

But a fiery spirit wasn't enough to get her into the **Freedom Fighters**, nor was it enough to gain Sonic's romantic interests. In a desperate bid to get some recognition, Amy used the **Ring of Acorns** -- a magic ring forged from the energies of a **Super Chaos Emerald** and of incredible potency. Amy believes she used the ring's final wish to make herself older. In fact, she absorbed its power and now unwittingly enjoys some limited wish-granting abilities -- namely the creation of her **Piko Piko Hammer** from thin air.

Amy has since served on a number of missions and earned her position within the Freedom Fighters. Quick and powerful, she is a force to be reckoned with on the battlefield. While normally sweet and friendly, an explosively fiery temper simmers just below the surface.

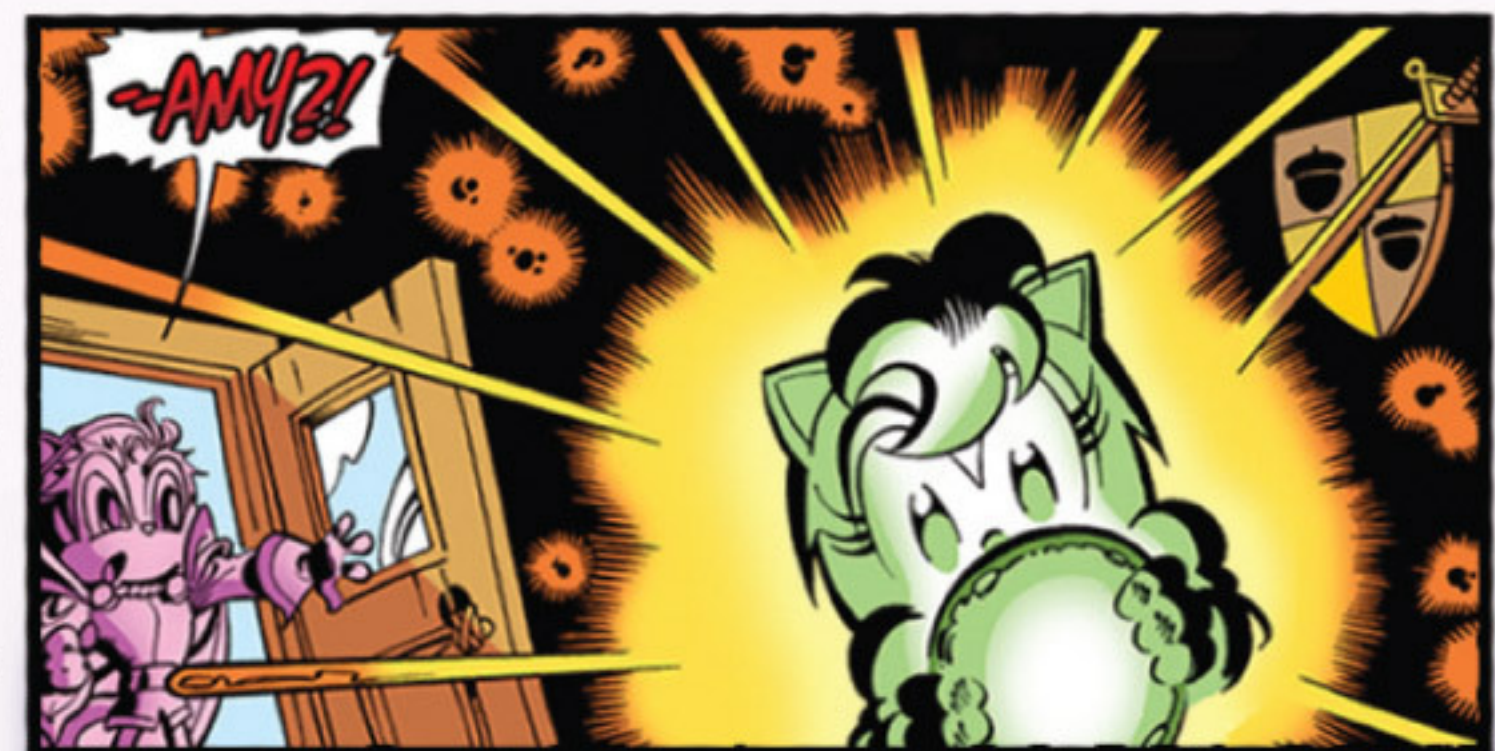
Now Amy aims to catch Sonic's eye by being the finest Freedom Fighter the world has ever seen!

PROFILE STATS:

First Appearance: Sonic the Hedgehog #25

Abilities:

Piko Piko Hammer – A massive mallet that appears from nowhere and causes incredible damage with seemingly little effort. Whenever it strikes it makes a bizarre "PIKO" sounding noise.



AMY MAKES HER WISH TO BE OLDER ON THE RING OF ACORNS

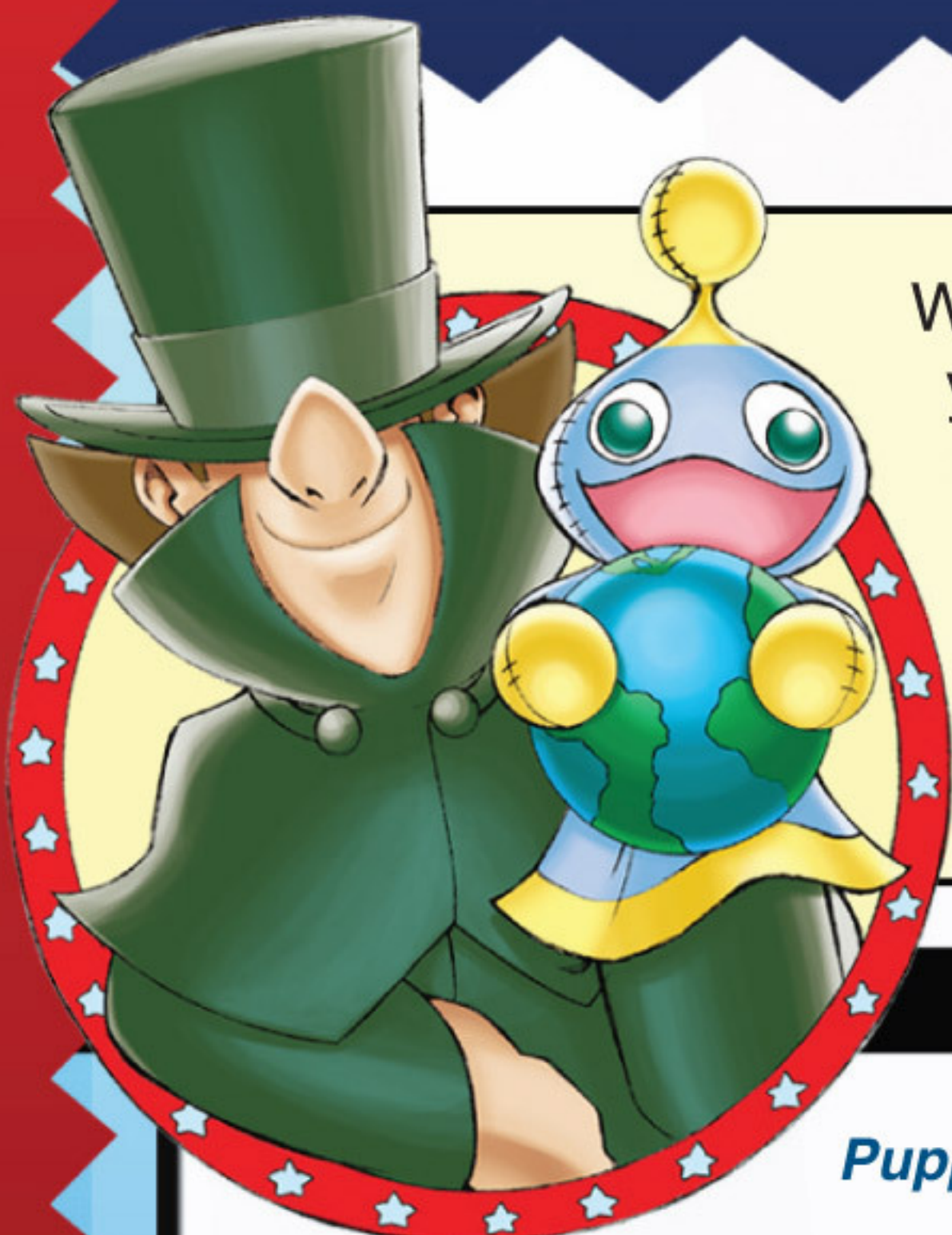




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SUPER DIGEST

Global Gateway



Welcome to Sonic's universe -- a world beyond what you know from the SEGA games! Where **Wentos the Traveling Salesman** and his bizzare **Chao Puppet** wander the globe in search of new places to peddle their hard-to-find wares! Today, we join our hero as he winds his way to the city of **New Mobotropolis**, taking great care to make one important pitstop...

Today's Episode: **KNOTHOLE**

Puppet: Botchagaloopie!!!

Wentos: That... what? That's not a word, Puppet. You should just say "hello".

Puppet: It's-a the secret word for **today**, Wentos! Just-a wait and-a see! You-a say-a the word and a duck with the goofedy eyebrows and a cigar falls from-a da ceiling! **Fantastic!**

Wentos: That's not fantastic, Puppet. That's just silly.

Puppet: Hmf. Then-a you-a come-a up with-a the better secret word, you-a the wise-a guy.

Wentos: Hm. How about *botulism*?

Puppet: **EUGH!!! No!!!** That's... that's a horrible and awful disease, Wentos!

Wentos: Yes. And apparently, so is this conversation. Hey-yo. So, Puppet, what area of Planet Mobius are we introducing our great readers of **Sonic Super Digest** to today?



KNOTHOLE VILLAGE
Acorn Hideaway & Retreat

Puppet: **The Great Forest** and-a the Kingdom of Knot-a-hole, Wentos! Former home to-a **Sonic the Hedgehog** and his merry band of **Freedom Fighters**!

Wentos: And also -- maybe some botulism?

Puppet: **THERE'S-A NO BOTULISM! CUT IT OUT!!!**

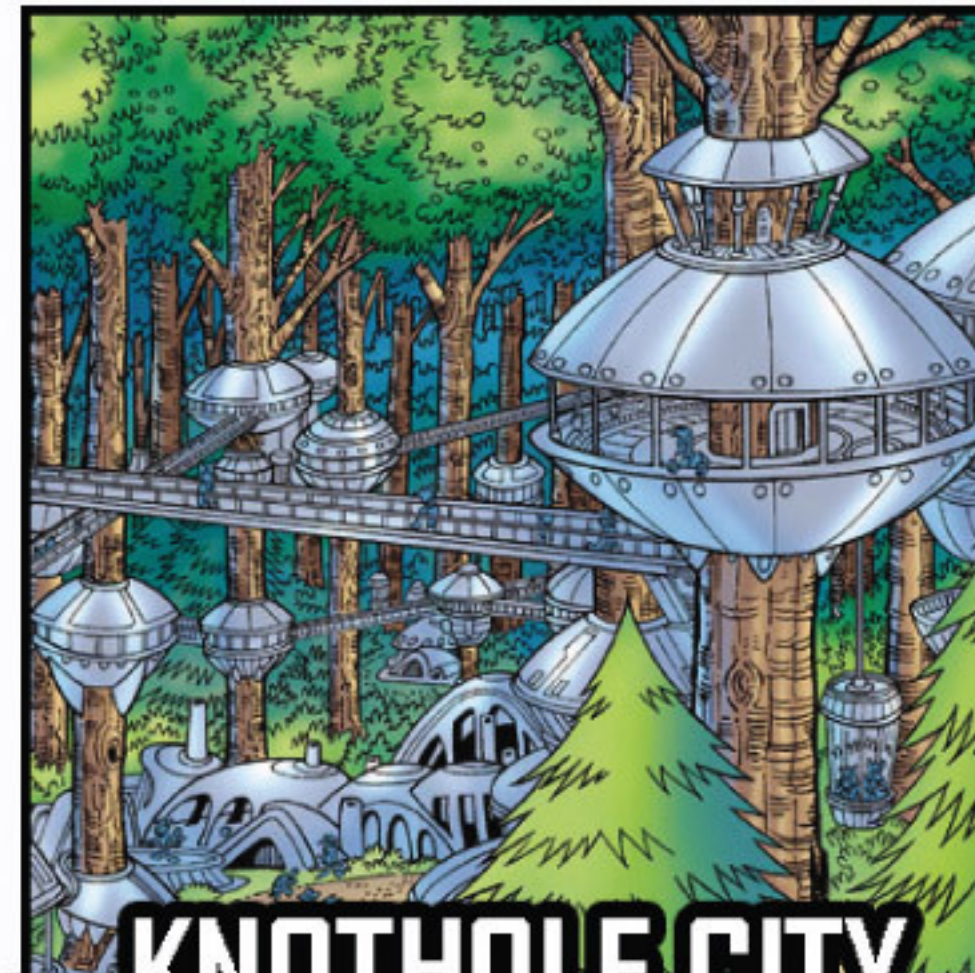
Wentos: Hahaha! Say, Puppet... how come this place is all barren and burned to the ground?

Puppet: Well, Wentos, read-a our profile page and-a see for yourself...

SONIC'S UNIVERSE:

THE GREAT FOREST AND KNOTHOLE VILLAGE

The **Great Forest** is a broadleaf forest that dominates most of the **Northamer** continent. Many trees are hundreds of years old, especially at the center. It is so large and so thick that it conceals the shallow Great Valley from aerial view. The **Great Valley** was once part of a network of limestone caves washed out and exposed to the world thousands of years ago. It was the perfect place for **Knothole Village**. The limestone caverns in the surrounding land remained accessible, which served the needs of their residents well. Knothole was an ancient settlement adopted by **Mobotropolis** and used primarily by the royal family and their court. After **Dr. Robotnik's** coup d'état, it served as the staging grounds for the **Original Freedom Fighters** and the homes for the next generation. The second generation of **Freedom Fighters** used one cave in particular as their clubhouse. Over time it would become their base and eventually **Freedom HQ**.



KNOTHOLE CITY
Techno-Organic Capital of
the Acorn Kingdom

Knothole remained a small, rustic village for a long time. At the end of the **First Robotnik War** it became a refuge for the **Robians**. At the start of the **Second Robotnik War** it hosted both Robians and Mobians, but not comfortably. The village reached its breaking point when it also hosted the Overlanders who had returned from space, although the Overlanders moved on to the **United Federation**.



THE GREAT WASTES
Burnt Desolate Wasteland

For a time, the village existed in a **pocket zone** three hours in the future, though this was reversed. During **Sonic's** year in space the village expanded and became **Knothole City**. Since its location was already known to the **Eggman Empire**, the city opted to flourish and the Freedom Fighters fought to protect it. Ultimately, the overwhelming might of the empire won out and the village was burned to the ground. The barren area is now known as the **Great Wastes**.

SONIC

SUPER DIGEST

»» PRESENTS

Endless Arcade!

CLASSIC GAME ADAPTATIONS!

It's pinball pandemonium with today's classic game tale: SONIC SPINBALL!



SONIC

SUPER DIGEST

ABOUT THE GAME!



BOX ART

America and Japan

Released: 1993

Genre: Action, Pinball

Platforms: Sega Genesis/
Megadrive, Steam,
Gamecube, Playstation 2

Where Can I Find it?:
Wii Virtual Console



Welcome to **Sonic the Hedgehog Spinball**!

When **Doctor Robotnik** creates his new **Veg-O-Fortress** atop **Mount Mobius**, Sonic must travel through its four regions, collecting the **Chaos Emeralds** and stopping the Doctor's deadly plans for good!

Our favorite hedgehog already spindashes over the landscape, so a pinball game was the next natural step for our spiny blue hero!

A pun on "pinball" and Sonic's "spin" attack, **Spinball** features four large pinball 'tables' which double as its levels: **Toxic Caves** (a toxic-sludge sewer beneath the mountain), **Lava Powerhouse** (a steam-powered sub-station), **The Machine** (a giant roboticizer), and **The Showdown** (a launchpad at the top of the fortress).

It's a hard game, but really fun!

FUN FACTS!

DID YOU KNOW that **Spinball** is the only game besides **Dr. Robotnik's Mean Bean Machine** where you'll find cameos of **Scratch** and **Grounder**, characters from the early days of the comic and the **Adventures of Sonic** cartoon?

DID YOU KNOW that there's a rollercoaster named after the game? Previously called the **Spinball Whizzer**, you can find **Sonic Spinball: The Ride** at the **Alton Towers** theme park in Staffordshire, England. The ride is designed to look like a pinball machine with its rail karts themed around Sonic, Tails, Knuckles, Amy and Eggman! Announcements are voiced by Sonic and video game music plays while you ride it!

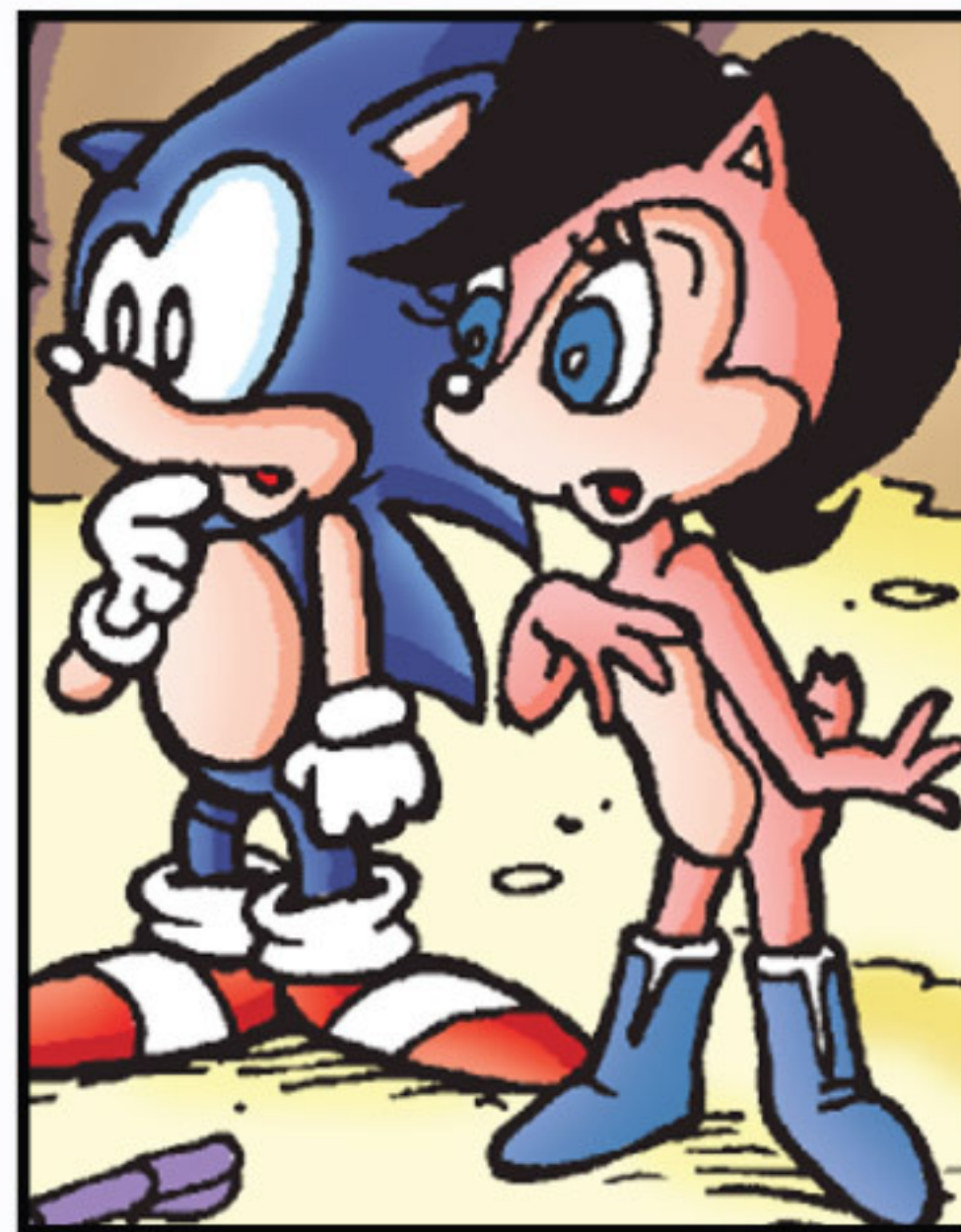


SONIC SPINBALL

Pinball Pandemonium!

DID YOU KNOW that in two of the Spinball bonus games, *"Trapped Alive"* and *"The March,"* you can find cameos of **Sally**, **Bunnie**, **Muttski** and **Rotor** from the early Sonic comics? This was done as an attempt to introduce Japanese audiences to the American characters. To date, Spinball is the only Sonic game where you can find them! Even better, Sally is in her earlier pink model, just like our story!

DID YOU KNOW that the games' Chaos Emerald total comes to a whopping sixteen as opposed to the standard seven -- and they're all the color blue? Emerald totals did vary in the earliest Sonic games, but never to that large an extent!



ABOUT THE COMIC!

Our **Sonic Spinball** adaptation first appeared in **Sonic the Hedgehog #6** -- it was the first Sonic game tie-in ever done by Archie Comics!

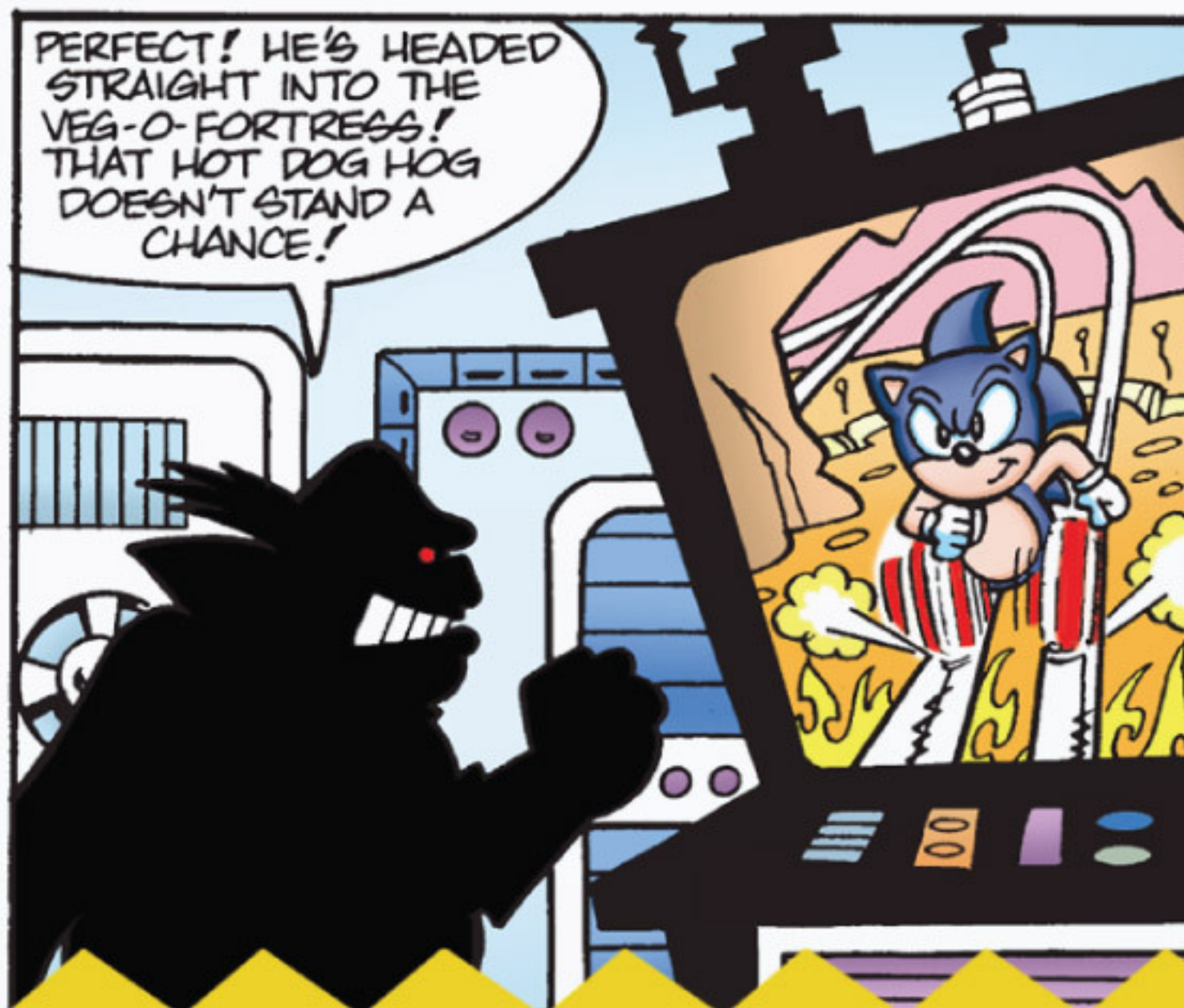
The comic covers the first three stages and introduces two badnik bosses, **Rexxon** and **Scorpius**, to Sonic comics! It also introduces **Mount Mobius** which shows up later in this very issue when **Sonic** and **Tails** fight the very first **Metal Sonic**!

This story also marks the first appearances of **Hip** and **Hop** -- two kangaroos who would later appear in awesome stories like the epilogue to *"Mecha Madness"* (**Sonic Archives #11**) and *"The Trial of Geoffrey St. John"* (**Sonic the Hedgehog #233**)! Both kangaroos speak in monotone, finish the other's sentences and run the Kingdom of Acorns' "Kangaroo Court"!

This is the only game adaptation to feature the pink design of Princess Sally, as she wasn't changed to her current design until *ten issues* later!

And that's our game-to-comic trivia for today! We hope you enjoy **Sonic the Hedgehog** in *"The Spin Doctor,"* courtesy of **SEGA** and **Archie Comics**!

ON WITH THE SHOW!





THAT'S IT,
TAILS! YOU'VE GOT
IT NOW!

YOU'LL BE ABLE
TO FOLLOW ANYBODY
ANYWHERE!

AH, LOOK AT THEM. SO
CHEERFUL AND OPTIMISTIC.
SONIC THE HEDGEHOG
AND HIS SIDEKICK TAILS,
THE FLYING FOX.

IT'S TOUCHING
TO SEE THIS DISPLAY
OF FRIENDSHIP--

SO TOUCHING TO SEE
THOSE I HATE ENJOYING
THEMSELVES...

...BECAUSE I KNOW THAT
I WILL SOON TURN THEIR
JOY TO TERROR!

**HEART OF THE
HEDGEHOG**

part 1

EVIL'S RETURN

DANNY FINGEROTH	SAM MAXWELL	SALEEM CRAWFORD
WRITER	PENCILER	INKER
JEFF POWELL	FRANK GAGLIARDO	COLORIST
LETTERER	J.F. GABRIE	EDITOR/ART DIRECTOR
VICTOR GORELICK	RICHARD GOLDWATER	EDITOR IN CHIEF
MANAGING EDITOR		

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>>> BONUS STAGE

Sonic's Friends & Comrades!

MEET SHARD THE METAL SONIC

Often Imitated, Never Duplicated!

Created by **Doctor Robotnik**, Shard began his life as the original **Metal Sonic**. He raced **Sonic** in the **Collision Chaos Zone** for the safety of **Tails** and **Amy Rose**. Unfortunately, he also wound up melting himself with the heat of his own engine trying to keep up with Sonic.

Salvaged and upgraded, **Metal Sonic 2.0** was pitted against **Knuckles** and the **Chaotix** during their first mission together. With a **power gem** embedded in his core, he transformed into a two-story tall monster to become the first **Titan Metal Sonic** before being destroyed by Knuckles the Echidna.

Metal Sonic survived its battle on **Angel Island** and underwent a heavy series of self-repair, its artificial intelligence advancing greatly in the process. Naming himself **Metal Sonic 2.5**, he was faster than Sonic and possessed metamorphic abilities. Ultimately, he learned the value of life and sacrificed himself to save Sonic and Tails, but the power gem core that housed its personality survived.

Metal Sonic spent a long time trapped in hardened lava until the **Royal Secret Service** retrieved him in an attempt to build a series of **Metal Sonic Troopers** based on its core data. The troopers proved themselves flawed, but the experiment lent itself to the recreation of Metal Sonic 2.5 as "**Shard the Metal**."

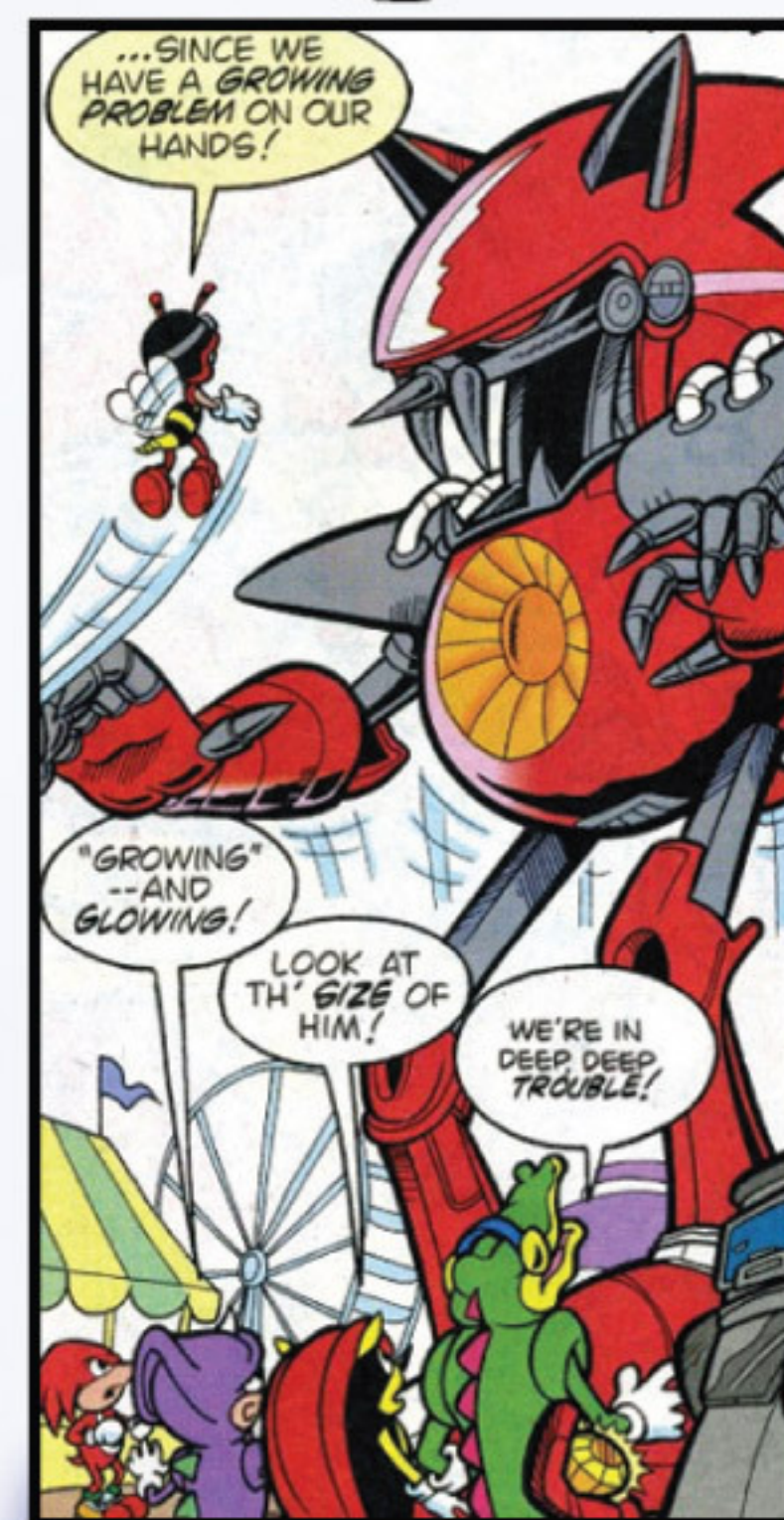
Rebuilt by Sonic's **Uncle Chuck** from the remains of the Troopers and Eggman's failed attempt at a **Metal Scourge**, Shard found greater meaning to his life and applied it to helping others. He currently serves as one of **Secret Freedom Fighters** of **New Mobotropolis**.

PROFILE STATS:

First Appearance: Sonic Universe #41

Abilities:

Metamorphic Metal – Can transform his body into various weaponry or appendages such as arm cannons or infrared visors.



SHARD AS THE FIRST
TITAN METAL SONIC
VERSUS THE CHAOTIX



SONIC

SUPER DIGEST

IS BROUGHT TO YOU BY

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»»» PRESENTS



LETTERS

Hiya, gang! SONIC SUPER DIGEST is as much our baby as it is yours! Let us know what you're likin', what you're lovin' or what's leavin' you in the dust! We welcome *all* letters and critiques! So send us **YOUR** emails to SONIC@ARCHIECOMICS.COM or...

WRITE TO US @:
SONIC SUPER DELIVERY MAIL
 c/o ARCHIE COMICS, INC.
 P.O. BOX #419
 MAMARONECK, NY 10543-0419

Dear SONIC SUPER DELIVERY:
 I've got issues 2 & 3 of SONIC SUPER SPECIAL and I have a pressing question for you: Does being both roboticized and weaponized mean Sally can never return to her original form?

**Stephan G.
 Kelmscott, Washington**

Unfortunately, yes. Under the old rules of roboticization, you could only be deroboticized via the unit you were originally converted under. If any modifications were made to you

SONIC SUPER DELIVERY!!!

or to that unit, you could never be deroboticized again (excluding the Bem's planetary interference that changed *almost* everybody back...)

Dear SONIC SUPER DELIVERY:

Will Khan and Sally get back together? I'm a SonSal fan but I like Sonic/Blaze too! Why did you put Mina and Tails together in the future? Mina and Ash make more sense! And what about Tails and Cream?

Love, your Silver fangirl
forever and ever,
Courtney E.
Toledo, Ohio

So many pairings, Courtney! My head is spinning! @__@ Don't worry, everyone has their favorite couple and our characters have so many irons in the fire, you never know who may like who next... though we haven't *quite* grasped that Mina/Tails thing either. *That came outta nowhere!* You'll just have to see how it all works out!

Dear SONIC SUPER DELIVERY:

When will we see Knuckles and the Chaotix again? It's been way too long since they had any proper adventures with Sonic!

Tim S.
Schuylkill, Pennsylvania

Knuckles the Echidna and the Chaotix Crew, you say? Well, you might want to check our next issue blurb on the next page for some amazing news... ;) Until then, see y'all next time and enjoy our savory digest-y goodness! Take care!



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Episode Two!

ALSO FEATURING:



DR. EGGMAN



THE CHAOTIX



Knuckles the Echidna, Vector the Crocodile, Espio the Chameleon, and **Charmy Bee** take on the super spotlight for Episode Two!

Guest starring **Mighty the Armadillo**, **Ray the Flying Squirrel** and of course, the diabolical **Doctor Eggman**, you'll get: new character pages, a special look at **Angel Island**, another classic game adaptation and to close it all off, the concluding parts of a classic *Knuckles* saga! Don't walk: RUN to your nearest comic store for the next issue of **SONIC SUPER DIGEST #2!** Starring **Knuckles and the Chaotix!**

SEE YOU NEXT TIME!

CHECK OUT THESE TITLES ALSO COMING SOON!



In *Sonic the Hedgehog* #243-246, Sonic, Knuckles, Amy Rose, Tails and T-Pup battle Metal Knuckles and Thrash the Tasmanian Devil in the brand new 4-part epic: "Endangered Species"! Everything's up for grabs in this one so whatever you do: **DON'T MISS IT!**

Meanwhile, in *Sonic Universe* #43-46, The Chaotix search all across Mobius for **Mighty the Armadillo** and **Ray the Flying Squirrel** and get a few choice surprises along the way in the brand new 4-part "Chaotix Quest" story arc!

Lastly, don't forget *Sonic Super Special* #6 for more Knuckles and the Chaotix love as Sonic and the gang take on the evil Dingo Regime in Parts 1 and 2 of the "Return to Angel Island!"



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